CATastrophe Jump

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Long ago, there was Humanity. Capable of amazing feats of architecture and technology, the humans built everything from towers that scraped the sky to tunnels that spanned cities. However, even the humans depended upon their environment to survive. When massive comets of ice struck the ice caps, the oceans rose with terrifying speed. The civilized world flooded in the blink of an eye. The remnants that survived were faced with an even bigger problem: alien bacteria, thawed from the comets. As this bacteria grew and fed on Earth's rich oceans, poisonous gases were released into the air. None were hit harder than mankind; they, like many others, could not continue breathing the new atmosphere. With the age of humanity drawing to a close, the few great scientists that remained enacted a last ditch solution: splicing the genetic code of humans with animals better adapted for survival in this new world of *Endless Blue*. With hope, the new breed would allow intelligent life on earth to survive where humanity failed. These remnants released their creations on what little dry land remained, and with this final gift to the world they vanished into the depths of history never to be seen again.

Today, the *Endless Blue* is populated by races of demi-humans (known to themselves as *Kemomimi*) who survive on artificial islands, the peaks of mountains, or the tops of flooded skyscrapers. Together, they scavenge, survive, and thrive amongst the rubble of their ancestors. Humans, now known as the *Earless*, have become little more than legend, only recognized by the technology left behind that the *Kemomimi* can scavenge. The *Earless* are gone, though the *Kemomimi* aren't quite sure why. Also, I should probably mention that the *Kemomimi* are all adorable human lookalikes with animal ears and fluffy tails whose favorite pastime besides lounging on beaches and partying around campfires is to dive down into the depths of the *Endless Blue* and return with treasures, called shinies that the *Earless* left behind. Endless fun in a world of eternal summer!

To increase your fun, have 1000cp to help you build your new life here.

Race

Of course, since the *Earless* would have trouble... breathing... in the *Endless Blue*, you're just going to have to change to fit in. Hope you like fluffy tails, because now you're getting one! Ears, too! Have fun learning to use them!

Choose

- **Nekomi - Catgirls (and Boys).** *Nekomi* are the most nimble and flexible of the races. They can perform acrobatic feats unmatched, and can fit in places where others might not. Their ability to see in the dark and natural wanderlust make them excellent explorers. Their sense of balance and spatial awareness is astounding, and can land on their feet even when jumping from high up. In general, the *Nekomi* tend to be whimsical and upbeat, though they can be aloof at times. They are known for being lax, but also have an intense curiosity to discover the unknown.
- **Inumi - Doggirls (and Boys).** *Inumi* are the most perceptive of the races. Their powerful senses of hearing and smell is what sets them apart. *Inumi* are known for being loyal to their friends, as a natural affinity for working with others helps them achieve in groups what one alone could not. They make natural swimmers and are also known for being the most serious of all the races, more driven to wake up before noon and to adhere to a strict schedule. Alongside the *Nekomi*, they are the most populous of the races.
- **Usami - Bunnygirls (and Boys).** The *Usami* are known for their cardio and endurance. Though they aren't as acrobatic or flexible as the *Nekomi*, they are more athletic, running the fastest of all the races and capable of going far longer without tiring. It isn't uncommon to see one up and about all day, staying active long into the night. They can also jump fairly high and kick really hard. *Usami* make great socialites, interacting with others and blending in with the crowd. However, they can also be skittish, and when faced with a problem are much more inclined to use their abilities to escape than to stand their ground.
- **Kitsumi - Foxgirls (and Boys).** *Kitsumi* are cunning, sharp in wit and tongue. Though cunning and intelligence are not the same, they often coincide. As such, the *Kitsumi* have an affinity for the academics, especially science. They have good memory and can remain calm in the face of danger. Much like their *Inumi* cousins, *Kitsumi* are driven, though they are much less serious. They also make great merchants with their quick minds and silver tongues. *Kitsumi* tend to be likable, but they can be very sarcastic or snarky at times, and enjoy pulling pranks or otherwise outwitting both their friends and adversaries.
- **Kumami - Beargirls (and Boys)**. *Kumami* are strong and tenacious. Their cardiovascular endurance is outmatched only by the *Usami* and their muscular strength is outmatched by none. They also have a powerful sense of smell. They can achieve an astounding level of focus on a task, and will do their utmost to see it carried out, rarely giving up when faced with a problem. Undisputed masters of brute force, the *Kumami* are very durable, and though they aren't any more suited to violence than the other races, they can certainly be intimidating if they want to be. Because often, brute force WORKS.

You will be wearing a change of basic swim wear that will be adjusted to accommodate ears and tails.

- **Humanity Ensues (**0cp**) -** If you value your own ears and lack of tail that much, you can instead forsake becoming a *Kemomimi* in favor of remaining human. Some minor changes will be made, of course, allowing you to survive the new atmosphere, but besides those you are exactly like one of the Earless of old. Without the animal gene splices that improve your body. Yeah. The *Kemomimi* will find you interesting, at least, and *Earless* tech might recognize you. If you wish you may import any other race instead of Plain Jane humans, there's bound to be previous experiments that survived.

Regarding Languages

One problem exists here though, and that's that the languages the *Earless* use, i.e. *English* and *Chinese*, are dead. *Kemomimi* use their own language, which is not based on any existing one. To make this easier on you, the language of the *Kemomimi* both written and spoken is what you know as *English*, while the languages the *Earless* used to use are entirely different. They still have some form of an alphabet, but it isn't one you've ever seen before and it doesn't seem to be based on any existing language system. Just because you were an *Earless* before doesn't mean you'll be any better at understanding it than the *Kemomimi* do now.

Identity

A new life awaits you here in the Endless Blue, but what kind of life will it be? Let's see here...

For your age, roll 15+1d8. Alternatively, you can pay 100cp to choose.

You retain your current gender, but you can pay 100cp to swap.

- **Drop-In (**0cp**) -** Nobody is quite sure WHERE you came from. You just washed up on the shore, in the middle of a beach party, good as new. Nobody knows who you are and you don't have a history here. However, it probably won't be too hard finding something to do.
- **Shiny Hunter (**0cp**) -** Since you were little, you were always fascinated by the stories of the *Earless* and the shinies they left behind. You aren't little anymore- at least, you don't THINK you are- but you still can't help but think what kinds of shinies you could find if you explored the depths. You're not sure WHAT could be down there. You ARE sure of three things though: Down there is a new world! Down there is your victory! Down there... is your destiny.
- **Merchant (**0cp**) -** Leave actually finding the shinies to others, you know how to turn what they dig up into pure profit. Your parents before you ran their own shop, teaching you everything they know about business, and now you do the same. You aren't just limited to the shinies from underwater either, so long as you can get your hands on it you can probably find a way to sell it. Food, clothes, Fusion Reactors...
- **Mechanic (**0cp**) -** When you were a child, you became fascinated by the teknologee the *Earless* left behind. While much of it is beyond your grasp, you like to think of yourself as pretty handy with a wrench. A lot of what you do is percussive maintenance, but nevertheless you manage to run a fairly popular repair shop. You feel most at home when surrounded by tools, grease, and machinery.

Location

The *Endless Blue* may be mostly water, but there are several places where those the *Earless* left behind live their lives. These points of light against an infinite ocean actually have a lot of charm. Just because you start on one doesn't mean you have to stay there by any means. If you can secure a method of travel, you can go just about anywhere.

Roll 1d8 or pay 100cp to choose.

- **(**1-2**) High Tech Settlement -** The largest *Kemomimi* settlements dotting the *Endless Blue* usually have the best shinies and technology. Some of the largest and most powerful are based on the ruins of old *Earless* settlements, such as *Akadmee* and *Vanguard Home*. Others, such as *Pero Pero* and *Diver's Bay*, were made by the *Kemomimi* themselves. Trade is plentiful in these locations, and they often throw the best beach parties. The tech and shinies found here are beyond what would be considered modern day.
- **(**3-4**) Medium Tech Settlement -** These areas include *Banana Town*, *Cat Nip Commons*, the *Nomad Isles*, and *Sierra Arky Pelligoe*. These locales will generally be hovering around modern day levels of technology. There might be some low-tech workarounds to various things, but there just as often will be something extremely high-tech that the village relies on, like a fusion reactor. Trade is less plentiful here than in the more technologically powerful settlements, but shiny hunters will have more luck selling their finds here than they would in a place that probably already has it.
- **(**5-6**) Low Tech Settlement -** These settlements operate at third world levels of tech or worse. Here, most places will be tribal, and very insular to outsiders. Tribals tend to reject the technology of the *Earless*, and will actively seek to destroy any that they find. Anyone else living in these kinds of places will have almost none of it anyways. In settlements like these, making a modest living means you get to drink something other than water from a jury rigged desalination machine. Needless to say, trade is non-existent excluding exploration ships. Though the Tribals are insular, if you can earn their trust you will make friends that last a lifetime.
- **(**7-8**) Boat -** Travel between the rare points of light in the *Endless Blue* is done entirely through ships. The Boat you find yourself on is no exception. A large retrofitted cruise ship, the *S.S. Setting Sun* has its own self-enclosed community of crew mates and passengers alike. Housing, shops, all the amenities can be found here, although they are fairly cramped. The *Inumi* captain is agreeable, if a bit stern for your liking. Life on board a ship is slightly different from the norm, mostly because you have to wake up before noon, but you really only work at your job for a third of the day, spending the rest of the time having fun or socializing. You can be a crew mate, a passenger en route to another settlement, or a civilian running a business on one of the decks.

Perks

Spliced (Free**) -** Being post-human has its advantages. Compared to a normal human, you are stronger, faster, healthier, more durable, and your senses are greatly increased. Keeping your physique is much easier, and you'll find that your lifespan is about twice as long as the human norm too. Once you hit your early twenties you seem to almost stop aging, remaining young for nearly all your life with old age catching up only in your last decade of life. Diseases are rare and non-life threatening, only causing the sniffles at best. Even if you're an Earless Herald you've been genetically modified to have these benefits.

Wanderer (100cp**) (**Free *Drop-In***) -** For whatever reason, you have an uncanny knack for finding a place to stay at night. Whether it's a hotel room, a hostel, or a shelter, at the end of the day you'll probably find yourself in a comfortable bed with a warm meal in your stomach.

Shinies Galore! (100cp**) (**Free *Shiny Hunter***) -** You have an unnatural luck when it comes to finding shinies. Like, you barely have to look, it's almost like the shinies find you instead of the other way around. Even in high-tech settlements you can often find a shiny that they've never seen before.

Trustworthy (100cp**) (**Free *Merchant***) -** You come across as likeable when dealing with others. So long as you don't do anything to convince them otherwise, the people around you will come to see you as an honest and dependable person. If you run a shop, this view extends to your business as well.

Percussive Maintenance (100cp**) (**Free *Mechanic***) -** Sometimes all that a machine really needs is to be hit with a wrench really hard. If you hit a machine with a wrench really hard, more often than not it will work again, depending on how broken it was in the first place.

Cat's Grace (200cp**) (**Free *Nekomi***) -** Quintuple backflip off of a tower, sticking the landing and rolling out of it into a dead run? Oh please, that's amateur hour stuff. You can pull off some pretty insane parkour stunts including wall running, jumping, and roof hopping. Additionally, you can also fall safely from much higher up than you could before and come out just fine, always seeming to land on your feet. Or hands, if you so choose. In the dark, your vision is greatly enhanced, allowing you to make out objects from much farther away than before.

Dog's Ear (200cp**) (**Free *Inumi***) -** You have amazing sensory perception. Your eyes are far more capable of seeing in the dark, you can smell something coming before you see it, and though some others can hear a pin drop, you can hear a pin while it's falling. Sneaking up on you becomes very difficult. You also become an excellent swimmer. Though everyone has to be in a world like this, you can swim especially fast. Cooperating with others and teamwork becomes second nature to you, and you become much more efficient at leading or working in a team.

Rabbit's Foot (200cp**) (**Free *Usami***) -** Work fast, run faster. Your running speed and physical endurance are both greatly increased. You can maintain a sprint for as long as most people can run. Additionally, you can jump higher and kick really hard. You still need to sleep, but not nearly as much as you used to. In fact, the sheer amount of energy you run on can lead to bouts of hyperactivity if you don't keep it in check or find an outlet for it. Once you start, you can keep going and going and going. Social interaction comes easier as well, whether you're socializing with a crowd or in a more intimate one on one situation, finding the right thing to do comes more naturally.

Fox's Cunning (200cp**) (**Free *Kitsumi***) -** Wit as sharp as a rapier. When it comes to finding solutions to problems, nobody does it better. Ideas pop into your head very often. Though not every idea of yours is a GOOD one, there's usually at least some merit to them. With your increased wisdom comes a fairly improved intelligence. You won't become a genius overnight, but it will certainly help. Your verbal sparring skills become legendary, however. Snappy one liners, puns both amazing and horrible, you can banter circles around the rest. You also can steel your nerves, refusing to let fear guide your actions.

Bear's Might (200cp**) (**Free *Kumami***) -** Lots of muscle and determination, that's the way of the *Kumami*. Giving up is not your style, not anymore. Now, you have the willpower to see things through to the end. This isn't rushing in like a blind idiot however, and retreat is always a valid option, but your motivation is much stronger, as are your muscles. Seriously, you can lift your own weight without straining yourself too hard. Brute force is a powerful skill to have at your disposal, and now you have it in droves. Your intelligence is not reduced in any capacity, you can be completely tactical about how you apply the strength you've got.

Find the Shiny (200cp**) (**Discount *Shiny Hunter***) -** You're really good at finding things. If it's something you've never seen before, you can probably hazard a guess at the types of locations it would be found in. If it's something you HAVE seen before, you probably could find out where more could be located (if there are any more left to find). If it's a person you know or something you specifically own, you can estimate with uncanny accuracy where the person or object would be at that moment. Never lose the remote again!

The Appraiser (200cp**) (**Discount *Merchant***) -** You have the innate capability of determining object's value in comparison to other things. Whether that's money or other objects for barter, you can always tell how much, if traded perfectly equivalently, an object should be worth. Even if it looks like complete junk to anyone else, you can somehow discern the object's true value. Using this, you can buy things for cheaper and sell them for more than the actual cost. Make a tidy profit!

Duct Tape Master (200cp**) (**Discount *Mechanic***) -** *Earless* relics aren't the only thing that's shiny. You're a master at jerry-rigging mechanical components into an ungodly abomination of gears and circuits that somehow still works as intended. Fixing broken things is a breeze (though they might break more easily now) and making new teknologee by recycling parts from old ones is within the realm of your skills.

Party Animal (200cp**) (**Discount *Drop-In***) -** You are the life of any party. Whether you're invited, crashing, or hosting it yourself, people will always be glad to have you attend. Formal to casual, fine dining in a restaurant to bonfires at the beach, you can blend in and mingle like a pro. You also become skilled at party games, from beach volleyball to beer pong. Additionally, you can tell if a party is nearby as if it were instinct.

Space Efficient (300cp**) (**Discount *Shiny Hunter***) -** You have mastered the subtle art of packing lots of shinies for the long haul. Any kind of backpack, bag, or pocket you have on your person can store twice as much as it should be able to. This only applies to bags and such, not storage containers or shipping crates, but you can carry considerably more on your person. You can't fit a rifle in a shirt pocket, but a decent sized backpack could probably hold a shipping crate or two. Pockets/bags within pocket/bags do not count for the purposes of this perk. Despite the amount of stuff you're able to hold, the weight is no more than what you can comfortably carry.

Number Crunch (300cp**) (**Discount *Merchant*) **-** You don't need a calculator or cash register to keep track of your money, instead you can "eyeball it" with perfect precision. Just by looking at the money on a table you can tell exactly how much it is. Quickly adding, subtracting, dividing, and multiplying are easy, the answers seem to just pop into your head. This also lends itself useful to other things, like card counting, but that would be cheating and cheating is wrong!

Clever Kitty (300cp**) (**Discount *Mechanic*) **-** *Earless* tech isn't usually easy to understand, but for whatever reason the inner workings come to you easily enough. You don't understand how every bit of *Earless* teknologee works, but you have the basics down to an exact science. So long as the teknologee you're studying still adheres to the laws of physics (though they may be ones you don't know about), you can with time and the right tools discern how it works. Of course, replicating it without the proper resources will be a problem, as will the time needed to recreate anything more complex than a toaster.

Earless Herald (300cp**) (**Discount *Earless*) **-** With this option, you become fully fluent in the languages of the ancient *Earless*. The two big ones seem to be *English* and *Chinese*, though only now can you understand what they are. This makes interacting with *Earless* teknologee much easier, especially AI and computers. You have a much better chance of getting a security bot to stand down, as well. There are many places that would appreciate your skills with this. Post-Jump you find yourself fluent in similar dead languages and normally hostile AI and robots will be non-hostile towards you unless you get violent with them.

Hot Buns (300cp**) (**Discount *Drop-In*) **–** It would seem that the mold broke with you. *Kemomimi* are attractive, but you take it to the next level. Your skin is always flawless, your scent is intoxicatingly sweet but in the good way, your hair is always perfect and your voice is positively divine. Let's not talk about how fluffy your tail is because it's now the fluffiest and softest thing.

Reflexive Instincts (600cp**) (**Discount *Shiny Hunter*) **-** You have a preternatural sense for danger. If something bad is about to happen, you can get a gut feeling that things are about to go very wrong. More importantly, your body will react automatically to danger. If a projectile is coming your way, your body will dodge, roll, weave, or jump out of the path before you're even consciously aware of it. This is only as fast as your reflexes allow, but *Kemomimi* have pretty fast reflexes. Your body reacts in a manner where you won't be in more danger by this perk.

Social Creature (600cp**) (**Discount *Merchant*) **-** You can read people like a book. Small social cues, the way a person walks, where their eyes are looking, what they're doing with their hands, all of this and more allows you to gauge what they're feeling. Lies and deceit can be hidden well, but there's almost always tell. If they have one, you can spot it. You can also use this while running a shop to play to your customers' emotions, allowing you to react accordingly.

Machine Empathy (600cp**) (**Discount *Mechanic*) **-** Put those new ears of yours to good use! Just by listening carefully, you can diagnose exactly where a problem is in any type of machinery. Just by listening to an engine you can tell exactly where the problem is, know exactly what part is malfunctioning, and know exactly what you can do to fix it. Computers and such are harder, but you know a few good troubleshooting tips for them too, and you know almost by instinct which wire in that massive jumbled mess goes where.

Salty Dog (600cp**) (**Discount *Drop-In*) **-** You are the greatest helmsman the world has ever seen. Come wind or rain, sleet or sun, you can navigate just about any kind of boat through it. The waves may be choppy, but you can glide right through it. Most people in the field can get a boat to run. You can get a boat to dance. From a canoe to a cruise ship, you can even operate boats not meant to be controlled solo. Waves, storms, sea creatures, as long as you're at the helm you can get to safe harbor. With a little bit of time you can figure out how to navigate non-oceanic environments such as the space and translate the benefits of this perk to that environment.

Companions

Full Party (100cp**) -** By default, even without paying, any friends you bring along are given the capability of breathing the air of the *Endless Blue*. Instead, with this perk, you can turn your friends into *Kemomimi*, granting a fluffy tail and the benefits *Kemomimi* have in this world. You may import as many companions you wish to become a *Kemomimi* (you pick the race), gaining the Spliced perk as well as their respective racial perk as well as 300cp to spend on abilities and shinies. If you wash up on the beach, so do they. You may use this for to create up to 8 new companions.

Party Goers (50cp**)** – What's the point of having a bitchin' beach party if no one shows up? Well with this purchase you can have up to 100 Kemomimi that count as one companion. They're here to party or just hang out with you and your other companions.

Shinies (Items)

Adjusted Wardrobe (50cp**) -** A massive collection of clothes to fit every occasion. Shirts, shorts, skirts, suits, dresses, hats, swimsuits, (gender depending) all of it fits perfectly. These clothes are extra durable, capable of taking a lot of abuse, and are adjusted to fit any sort of ears and tail you may have. All of it is stylish, especially the hats, and wearing them will make you the life of any party. If you import companions, buying this also grants them a wardrobe full of clothes as well.

Advanced Rebreather Suit (100cp**) -** This suit seems to be made entirely out of *Earless* tech, but it fits you and whatever appendages you may have like a glove. By splitting the surrounding water into hydrogen gas and oxygen, the suit can keep you breathing underwater indefinitely. The hydrogen gas is used in a small power plant to run other systems as well, including a waterjet on your back which allows you to quickly maneuver underwater. Additionally, the mask contains an altimeter and night vision lenses for seeing well even if there's no light. The material the suit itself is made of is extremely durable, capable of resisting punctures and keeping you entirely dry.

Arc Rifle (200cp**) -** This weapon was cobbled together from various bits of *Earless* machinery. It shoots a powerful bolt of lightning that travels in a straight line about 300 feet before dispersing. If it hits something organic or metallic, it can arc to other nearby objects. Very dangerous, even to the user if used incorrectly. The power cells hold enough charge for 5 shots before running dry and require an hour to automatically recharge.

Crossbow (50cp**) -** This crossbow was made by the *Kemomimi*, but is still very powerful. Made from rediscovered composite materials the strength of the material allows for the bolt to be launched with impressive speed and reach impressive distances accurately. Comes with a bag of 30 bolts made from the same composite material that refills every 24hrs.

- **Auto Crossbow (**+50cp**,** requires Crossbow**)** – Made from recently found blueprints, this crossbow is made from the same composite materials but includes an underside magazine of 30 bolts, allowing for semi-automatic or automatic firing of crossbow bolts. It also comes with advanced night vision scopes allowing for accurate shots in the dark for those Kemomimi that don't have innate night vision. Comes with five magazines that refill every 24hrs.

Directional Pulse Gun (200cp**) -** This *Earless* weapon is useless against anything organic, but can deal devastating damage against machinery, such as the Security Bots that patrol *Earless* ruins. Sufficient EM shielding will block the brunt of the shot, however. Recharges via a solar panel, can hold up to 5 shots, takes an hour to recharge from empty to full in any sunlight.

Diving Gear (50cp**) -** A set of basic SCUBA gear, including a wetsuit, an air tank, and a mask. You can only go so deep before the water pressure becomes an issue, but the tank holds enough air to last for four hours. The tank includes a specialized mechanism that allows it to refill itself so long as it is in open air and under enough light to power the solar cell. Refilling takes about 30min to completely replenish the tank. The mask includes a solar powered flashlight that can last as long as the air will.

Grappling Hook (50cp**) -** Oh my god this is so much fun! Wheeeeeeee! This small pistol sized launcher is capable of shooting a grappling hook up to 750 feet away, though you probably have to arc it to get that far. The hook is capable of lodging into solid brick, wrapping around a pole, or hooking onto the ledge of a roof. The cable itself is capable of supporting three times your weight, and two buttons allow you to retract or extend the cable. For some reason, using this won't just rip your arms off, instead you go flying through the air or can climb up a wall. Buy two to swing around like a spider!

Gun (100cp**) -** A bullet and cartridge based handgun or rifle chambered for .45 or 5.56, respectively. Not particularly fancy, but very reliable, durable, easy to repair, and deadly lethal. Comes with a box of 200 cartridges that respawns every 24hrs.

Splice Soda (50cp**) –** The *Kemomimi* weren't the first option for the *Earless*, more like the last, but one the earlier experiments to prolong their doom was the super soldier program. It was deemed a failure and quickly abandoned. However in a quirk of fate it did work just it required time and the right atmospheric conditions. It would seem that the *Kemomimi* have developed a soda with the main ingredient is this super soldier serum, to them it's nothing but delicious soda. However those who are not already in possession of the Spliced perk, will be bestowed one within the week of their first soda. You gain a 12 pack of soda that will replace itself a can a day.

- **Kemomimi Additive (**+50cp**) –** By "accident" someone else's DNA was mixed Splice Soda and was consumed by another. Within the hour the Kemomimi that consumed the soda now wasn't their original type but of the same type of the contributor to the DNA. When you buy this item, choose one Kemomimi type available here in CATAstrophe, within an hour of drinking the soda the drinker will change animal type to match the Kemomimi that contributed the DNA.

When a Kemomimi drinks a soda with the same animal type, they'll change into another species of the same type, for instance Red Fox to Ferric Fox. Oddly enough when an animal ingest this soda with the additive they too will grow in intelligence to become a Kemomimi of that soda type. You get five additional sodas to your pack, one for each Kemomimi type, and like Splice Soda they replenish at the rate of one per day.

Life Vest (50cp**) -** Safety first! This puffy orange vest will keep you afloat and incorporates an old *Earless* distress beacon that will signal passing ships for help.

Old Rod (0cp**) -** This old fishing pole is made of bamboo and string, but the hook is good and with it you can probably catch something.

- **Good Rod (+**50cp, Requires Old Rod**) -** This rod is made out of carbon fiber and the reel is in good condition. With the right bait, you can probably feed yourself with it alone.
  - **Super Rod (**+50cp, Requires Good Rod**)** - This fishing rod looks like it's of Earless make. The rod is made of some super strong material that can bend to an obscene angle without snapping, the spool can be reeled in with the hand crank or with an automatic button, and the line is strong enough to not snap unless specifically cut with something like scissors. A lure on the end is actively heat seeking, and will slowly drift towards fish or other sea creatures. With this rod, you can catch just about anything.

Raydude (100cp**) -** *Raydudes* are descendants of the Manta Ray. Loyal and eager to serve, they have been domesticated by the *Kemomimi* and come in a variety of vibrant colors. Often used for travel, their agile, muscular bodies can support the full weight of a *Kemomimi* while they skim across the surface like a self-propelled surfboard. Surfing *Raydudes* is a common pastime amongst the *Kemomimi* and racing on them is one of the few sports with common codified rules across settlements.

Seafood Banquet (50cp**) –** The *Kemomimi* love throwing parties it's a way of life and at these parties seafood banquets are common, for obvious reasons. However the time it takes to collect and prepare seafood means that these parties often don't happen but once a week. You however have access to a small banquet of fresh seafood, including plates and silverware. This banquet refreshes daily, dishes & silverware are cleaned and ready to eat off of. This small banquet is able to feed about 10 people. The seafood is your choice of local or favorite seafood that your companions or you have ate before. The banquet is an all you can eat, self-serve type deal. After the jump you'll be given a single white plate, placing the plate down and stepping on it will make the banquet appear. At end the day, 24 Hours later, the banquet will disappear and the plate will reappear in your warehouse. Should it be lost or stolen, it'll return to your warehouse in 24 Hours.

- **Bigger Seafood Banquet (**+50cp, Requires Seafood Banquet**) –** Sometimes a small banquet isn't enough. After all *Kemomimi* are very social creatures and having a hundred or so friends & acquaintances isn't that uncommon. As with Seafood Banquet instead this Bigger Seafood Banquet includes enough fresh food, plates, and silverware for about 100 people. The banquet is an all you can eat, self-serve type deal. After the jump you'll be given a single white plate, placing the plate down and stepping on it will make the banquet appear. At end the day, 24 Hours later, the banquet will disappear and the plate will reappear in your warehouse. Should it be lost or stolen, it'll return to your warehouse in 24 Hours.

- **Biggest Seafood Banquet (**+50cp, Requires Bigger Seafood Banquet**) –** It's not uncommon for Kemomimi to throw a party for an entire neighborhood or settlement. So perhaps that's why you went with the Biggest Seafood Banquet. As with Bigger Seafood Banquet instead this Biggest Seafood Banquet includes enough fresh food, plates, and silverware for about 1000 people. The banquet is an all you can eat, self-serve type deal. After the jump you'll be given a single white plate, placing the plate down and stepping on it will make the banquet appear. At end the day, 24 Hours later, the banquet will disappear and the plate will reappear in your warehouse. Should it be lost or stolen, it'll return to your warehouse in 24 Hours.

Snorkel Mask (0cp**) -** A nice pair of goggles with a detachable snorkel. Won't let you go particularly deep, but you can at least stay underwater for long periods and see more clearly.

Stun Baton (50cp**) -** This collapsible baton works amazingly well as a blunt object, but it's also capable of delivering a small nonlethal electric shock. Good for self-defense. The batteries are rechargeable, and a solar cell will replenish them with about an hour in the sun.

Tankrab Armor (100cp**) -** *Tankrabs* are massive crabs the size of a large dog. Though they're dangerous, their carapaces make for great armor, such as this set of armor fashioned from one such carapace. It's lightweight and can withstand a lot of damage, but it isn't invulnerable. The armor is in segments, and individual parts can be worn individually. For example, the chest plate can be used as a protective vest.

Waddler (50cp**) -** *Waddlers* are evolutionary descendants of the Penguin. Flightless birds with a distinctive waddle, they have a distinctive zebra striped coating. They're intelligent enough to understand speech and can be taught tricks, but they tend not to listen if it suits them. *Waddlers* are known as pets by *Kemonimimi* across the *Endless Blue*.

Moving Shinies (Vehicles)

Jet-Ski (50cp**) -** A small personal watercraft that seats two people comfortably, three people if cramped. It's very fast however, and can outrun most boats. This watercraft runs off of an advanced earless solar battery that you never have to worry about needing fuel.

Boat (100cp**) -** A small to medium sized boat. It's not very fast, & it doesn't hold enough fuel to go farther than nearby settlements, but it's a fun way to travel, so long as you're in safe waters. Also makes a good staging ground for divers. Can hold up to 8 people comfortably. Has a sonar, radar, a powerful radio that allows clear real time communication with anyone globally, and a depth finder by the wheel.

- **Unda Da Sea (**+100cp, Require Boat**)** – With this upgrade your ship is able to act like a submarine allowing it to go under the waves, requiring a quick transformation to survive the depths. So long you have fuel you'll never run out of air to breathe.
- **Bigger Boat! (**+50cp, Require Boat**) –** A large houseboat, enough to be considered a floating single family home. It's fully customizable allowing you to add or subtract amenities & furniture but it's only one floor. The houseboat has sonar, radar, and a powerful radio that allows clear real time communication with anyone globally. The fuel tank is pretty large as well, allowing you to travel to other settlements with relative ease. This comes with a live-in maid/butler and they have their own small quarters the size of a small closet.

- **Even Bigger Boat! (**+100cp, Require Bigger Boat**)** - This colossal luxury megayacht appears to be of Earless make and is in mint condition, yet all the labelling is readable. It has a launch bay large enough to hold four Jet-Skis, two small boats or mini-submarines. It's fully customizable allowing you to add or subtract pools, hot tubs or other amenities, decks or anything you wish. The ship can hold as many as 100 people with individual guest lodgings, this megayacht is fully automated but is staffed by a crew of 10-20 people with their own lodgings. Includes harpoons, sonar, radar, and a powerful radio that allows clear real time communication with anyone globally. The ship is ran by a benevolent earless A.I., its powerful systems allows for holographic interface anywhere on the ship.
  For those who're not adept at navigating or wish for the A.I. to take over can easily do so as the A.I. uses the stars & magnetic poles to navigate in absent of any map. If need for your input it'll gently alert you should you not be actively navigating the ship yourself. If you wish, it'll have a holographic avatar that's pleasing to you. Lastly, the yacht doesn't seem to need fuel, instead it has a hydropowered micro reactor that draws water from the body of water powering the reactor, while cleansing any pollution or toxins before recycling the cleaned water back into the body of water. There's also multiple cabinets and a refrigerator stocked with your favorite food, beverages, or local Kemomimi cuisine, the food will instantly restock as soon you close the cabinet or fridge door. The entire system is self-repairing thanks to the nanostructure of the entire ship so long it has power.

    - **Biggest Boat (**+50**,** Requires Even Bigger Boat**) –** Perhaps a megayacht wasn't good enough? Well with this purchase your megayacht is instead size of a cruise ship and staffed by a crew of 50 people with their own lodgings. Thanks to advanced earless tech efficiency has allowed for more space be given to the individual quarters which start off at size of an average studio apartment and reaches the size of a penthouse apartment. This ship can hold as many as 10,000 people with individual guest lodgings. Below deck, the storage has increased allowing storage of large amount of aquatic and land vehicles while still having room for storage. This comes with everything Even Bigger Boat comes with, so you don't need to worry about anything other than having an enjoyable ride.

Mini-Sub (100cp**) -** This small submarine is capable of staying submerged indefinitely, thanks to a CO2 scrubber system. Fuel is still an issue, though it has enough to venture fairly far, enough to reach a nearby settlement, at the least. Can hold up to 8 people, anymore and the CO2 scrubber doesn't work fast enough. There are two berths that could work as beds, but it really isn't suited for long term housing. Multiple portholes with spotlights allow an amazing view of the deep. For whatever reason, it has a spiffy yellow paint job.

Property

Sea Side Shack (0cp**)** – A modest abode. Nothing more than a small single room shack that's able to move on its own to any beachfront property you own or have the right to set up residence. The inside has a comfortable bed but not much room for anything else.

- **Modest Home (+**50cp, Requires Sea Side Shack**)** – A comfortable single family home that's a bit Spartan, but offers you great opportunity to decorate it how you see fit. Post jump it'll appear on any property you own.
  - **Manor (+**50cp, Requires Modest Home**)** – A large estate that is located outside near your starting location, unless you're on a ship then it'll be located on a nearby inhabited island. Leading from the nearest settlement is an expertly maintained stone driveway that leads up to the middle of which sits a large multistoried mansion.
    The mansion itself is finely decorated & furnished with art & furnisher from some of the most renowned Kemomimi artisans & craftsmen. The estate is full of wildlife & flora that wouldn't be out of place in a tropical environment. Included with this purchase, you have a host of live-in servants whom maintain the property, as well as several maids, a butler, and a personal chauffeur for any boat or rickshaws. Post jump it'll appear outside of your starting location, on any property you own.

Private Island (100cp**)** – A small but mostly uninhabited island, which could easily support a small village, or even a small resort. It's full of wildlife & flora that wouldn't be out of place in a tropical environment. The island has a host of live-in servants whom maintain the island as well as a village full of friend and family of the servants. Post jump it'll appear about 100miles off the nearest shore, a suitable location of your choice, or have it as a warehouse detachment. **You may purchase this multiple times.**

- **Moving Island (**+100cp, Requires Private Island**)** – Not happy with your island staying still? Well it's now attached to the back of a giant sea turtle with the island being its shell. The turtle is intelligent enough to follow complex orders but is utterly pacifistic. It requires no subsistence instead getting its energy directly from the flora on its back. The turtle is powerful enough to power through any storm without the inhabitants experiencing anything other than a straight tremor. The turtle isn't very fast but neither is it super slow either, how fast or slow it is, is up to you.
  The turtle is immortal unless killed in violence and is able to hold its breath for years. Should the turtle be killed it'll respawn in a week but any buildings not bought with CP will disappear. **You may purchase this multiple times.**
  - **Bigger Island (**+50cp**,** Requires Private Island**)** – Your island is bigger could easily support a small town or even all but the largest & fanciest resorts. It comes with several small villages full of Kemomimi citizens of your island. **You may purchase this multiple times.**
    - **BIGGEST Island (**+150cp**,** Requires Bigger Island**)** – Your island is huge it could easily support a large city or a huge sprawling resort or multiple smaller resorts without any issues and with plenty of untouched wilderness. It comes with several small towns or one large town full of Kemomimi citizens of your island. **You may purchase this multiple times.**

Drawbacks (Pick As Many You Wish**)**

Vacation (+0cp) – Are you really wanting to come back to sun, surf, and beach? Well I don't hold it against you, who wouldn't want a nice relaxing vacation? With this "drawback" unlike other drawbacks it doesn't disappear when your time here ends. Instead your benefactor has given you a rare opportunity, every decade you'll get to come back for a year. You may store up to as many years as you wish. As always when you leave everything is frozen only to resume as soon you come back into the picture.

Butterfingers (+100cp**) -** You're an absolute klutz. People say you could trip over your own feet and you sometimes do! You will never be all that great at muscle coordination. Don't enter sports competitions.

Slightly Feral (+100cp**) -** For whatever reason, the animal instincts spliced into you are not only mentally present, but noticeable. A small part of the back of your mind will always be pressuring you to do what your animal progenitor would do. Fight, flee, trick, charge, you have to consciously act against it or else you will unconsciously follow it anyways.

Valley Girl (+100cp**) -** You put on a very good act, so much you embody the act. What is the act? Clueless valley girl that still acts like she (or he) is still 5 years old. While at first it's cute, but eventually it wears on everyone's nerves causing them to lash out at you. Usually followed by comforting you as you cry and make a scene.

Soft Kitty (+200cp**) -** You always seem to have some sort of sickness. From the flu to a fever, it never seems to go away entirely for more than a few days and you just can't shake that cold.

Cat's got your tongue (+200cp**) -** You can't speak at all. Worse, there isn't any real codified sign language amongst the *Kemomimi*. Communication will be a problem.

Hydrophobia (+400cp**) -** You have a strong irrational (or maybe not) fear of drowning. Going underwater, even in a submarine, will cause a panic attack. What's worse, you can't swim to save your life. Wear a life vest or never leave the shore.

Glitch Rich (+400cp) - Machinery hates you with a bloody vengeance. If it wasn't purchased above and is more sophisticated than a hand operated water pump, good luck getting it to work right in your hands. There's always some sort of flaw or fault, and just as soon as you fix one issue another seems to pop up.

Release (+600cp) - There are plenty of peaceful and delicious things in the *Endless Blue*. There are also many gigantic creatures of the deep that are very dangerous. Not only will they find you a tasty snack and actively seek you out if you're in deep water, you have also attracted the personal attention of a giant Kraken. This thing is big, and it hates your guts. I advise never going out to sea, ever, and taking precautions anyways because that Kraken may just venture above water to pay you a visit, even in the middle of a large city. Should you kill it, another takes it place.

Amnesia (+600cp) - Other worlds? What other worlds? You've always been here! You lose any memories you may have had of your life before the *Endless Blue*. Your personality will remain, but not much else will. This only affects memories of your life. You won't lose any mental skills like math or similar, but you will find that you don't know HOW you learned them. You may not even know you can play an instrument, but if you put one in your hands you can play it flawlessly. You also tend to forget about how fluffy your tail can be.

Now what?

If you became a *Kemomimi*, you gain the power to shift back and forth between your human and *Kemomimi* form at will. Really, this is mainly a cosmetic shift, since you retain most of your spliced abilities while in human form. However, you can now sprout ears and a fluffy tail on demand. Not the worst parting gift ever.

Round Trip - Go home. Keep all your perks, gear, and powers.

End of the Line! - You opt to stay here. There are by far worse places to live out the rest of your (probably greatly extended on merit of being a *Kemomimi*) days.

Next Stop! - Vacation's over, time to move on!